



Lesson 1: Orientation

OBJECTIVES

1. Build relationships with participants and among participants.
2. Establish group agreements.
3. Gain an understanding of using Zoom and Zoom tools.

RESOURCES

Soundboards allow you to play fun sounds during the meeting, such as a buzzer when time is up. You can find some at:

[#3 Mario Teacher Soundboard](#)

[All Soundboards](#)

PREPARATION

1. Familiarize yourself with Zoom (or whatever virtual meeting platform you are using) and the other tech functions needed. **Tech functions used during this meeting are in red.**
2. **Email** out project meeting invitations, with dates and times.
3. Create, adapt or adopt a virtual pre-evaluation. Google forms, survey builder, and Qualtrix are options. Get IRB approval if needed.

4. Email all participants:
 - a. the link to the meeting several days prior to this orientation
 - b. a link to the graphic novel, and ask them to read it before the orientation.
 - c. a link to a pre-evaluation if you will be conducting one.
5. Read the graphic novel yourself.
6. Find and download some fun **virtual backgrounds** of epidemiology related images. Set your video to use one for the first meeting.
7. Familiarize yourself with how to create a welcoming virtual space, and how to develop group agreements. You can start here: <https://extension.unh.edu/resource/belonging-online>



INSTRUCTIONS

1. Waiting time (3 minutes) Slide 1

While you are waiting for everyone to join, ask those present to complete the pre-survey if they had not already done so. Provide the link in **chat**.

2. Introductions (25 minutes) Slides 2 and 3

- a. **Unmute** yourself. Introduce yourself and any other leaders.
- b. Ask everyone to **turn on their cameras** to create a sense of being in-person.
- c. **Turn off the self-view** to reduce distractions and make it more authentic.
- d. Ask participants to go and find an item that they think either represents them, or is just plain interesting. Set an **on-line timer** for two minutes. **Share your screen** so they can see the count-down.
- e. Show participants how to use the **mute/unmute feature**. Let them know you want open discussions and prefer verbal communication with the group, so they may want to leave it unmuted unless there is distracting background noise.
- f. Ask participants to use the **rename function** if the words on screen do not currently reflect what they wish to be called. You may want to rename yourself "Detective so-and-so" for fun.
- g. Have them introduce themselves using a "popcorn method". Whereby you select the first person to speak, then when they are done, they select the next, and so on. This helps to keep them engaged and to learn each other's names.
- h. **Copy and paste these prompts into the chat**, and have each person answer them:
 - Name
 - County
 - The reason for joining the project
 - Why their selected object is important

3. Group Agreements (5 minutes) Slide 4

Ask everyone to brainstorm what "group agreements" they would like to have for these meetings. What will make them run the smoothest?

- Use the **Zoom white board function**.
- **Type** youth's responses (e.g. no texting, be respectful, etc.).
- Explain how to use the "**annotate function**" and have participants initial the white board to indicate that they agree.
- Take a screen shot image of the whiteboard so you can refer back to it at future meetings.





4. Zoom Tools (10 minutes) Slide 5

To ensure everyone knows how to use the virtual features of Zoom, have them do the following, explaining as you go.

- a. **Chat** - Ask them "How are you feeling about your upcoming summer?" and have them chat in a 1 word response.
- b. Send them into **breakout rooms** and have them discuss what a silver lining of the pandemic has been?
- c. **Create a poll** with the question "Have you ever had a disease caused by a virus or bacteria (like a cold or flu)?"
 - i. Never
 - ii. Once
 - iii. A couple of times
 - iv. More than I can count
 - v. I do not know
- d. Ask them to use the **Reactions** function. Ask "Do you know anyone that has tested positive for COVID-19?". Thumbs up if yes.

5. Read the Novel. Slide 6

Open the link to the graphic novel and **share your screen**.

- a. <https://www.cdc.gov/flu/resource-center/freeresources/graphic-novel/junior-detectives-print-web.pdf>
- b. Read the novel together as a group.
- c. Ask for any volunteers to read a few pages as you go.
- d. Take your time reviewing the graphic novel with participants. The more familiar they are with the story, the better they can participate in future activities.

